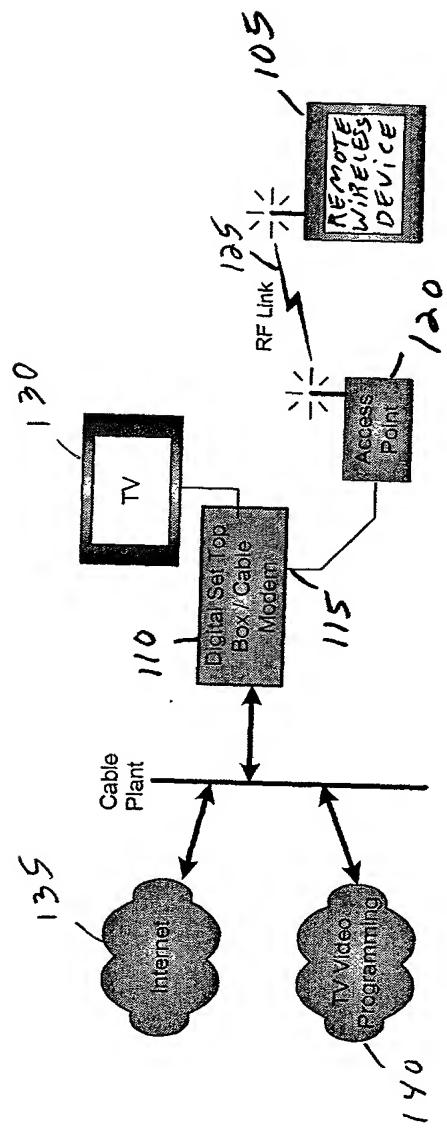


FIG. 1  
(PRIOR ART)



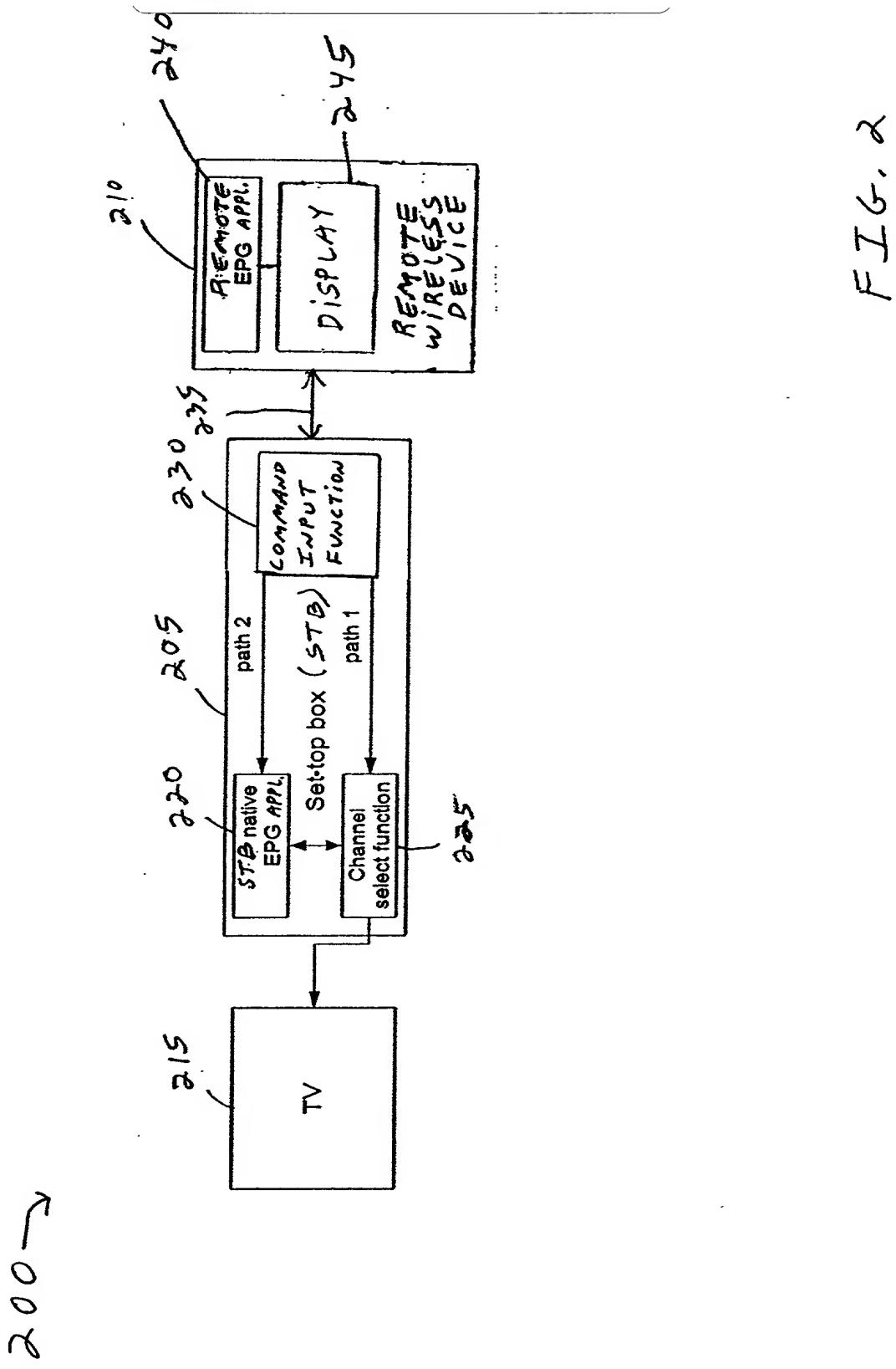


FIG. 3

300 →

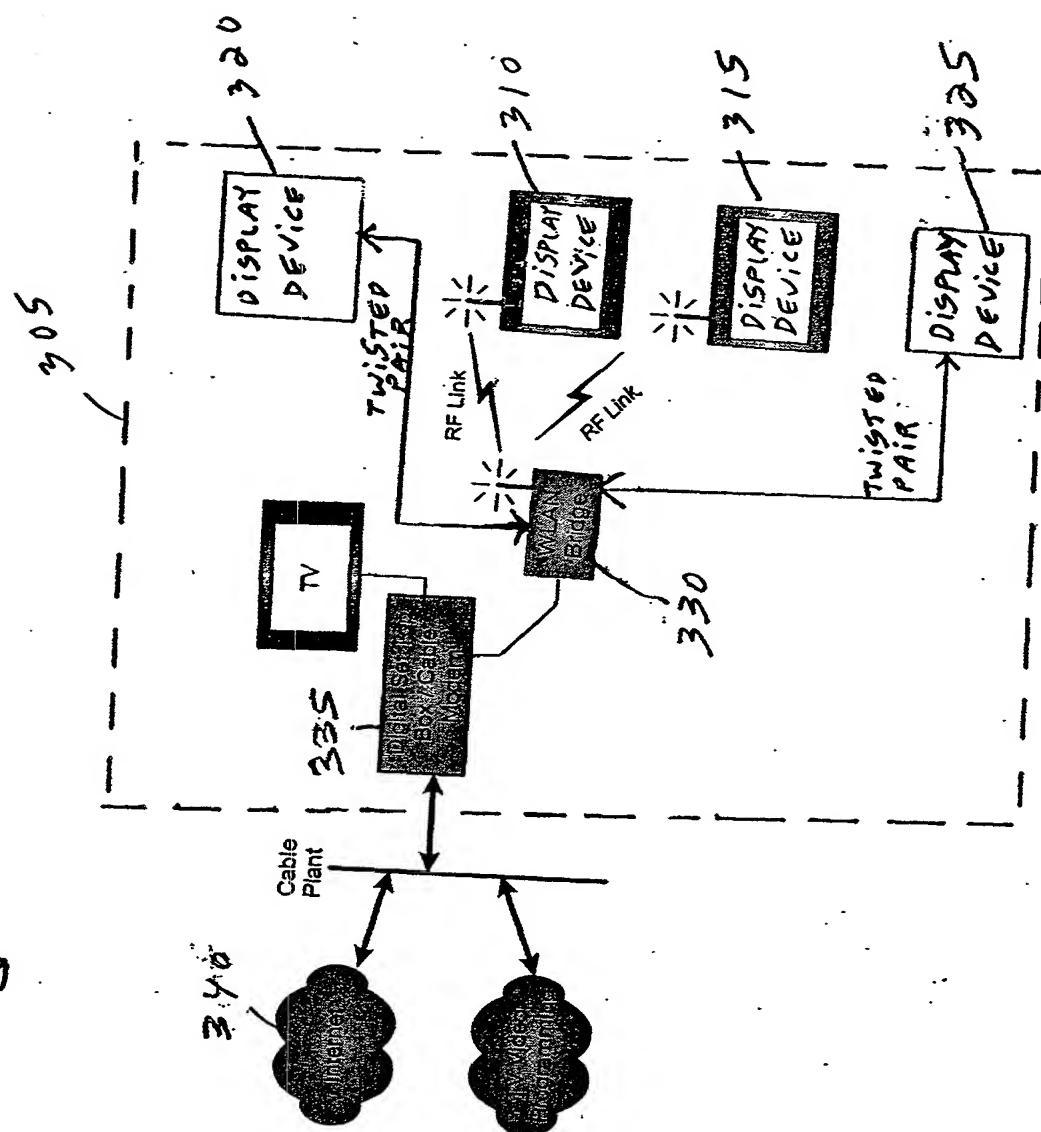
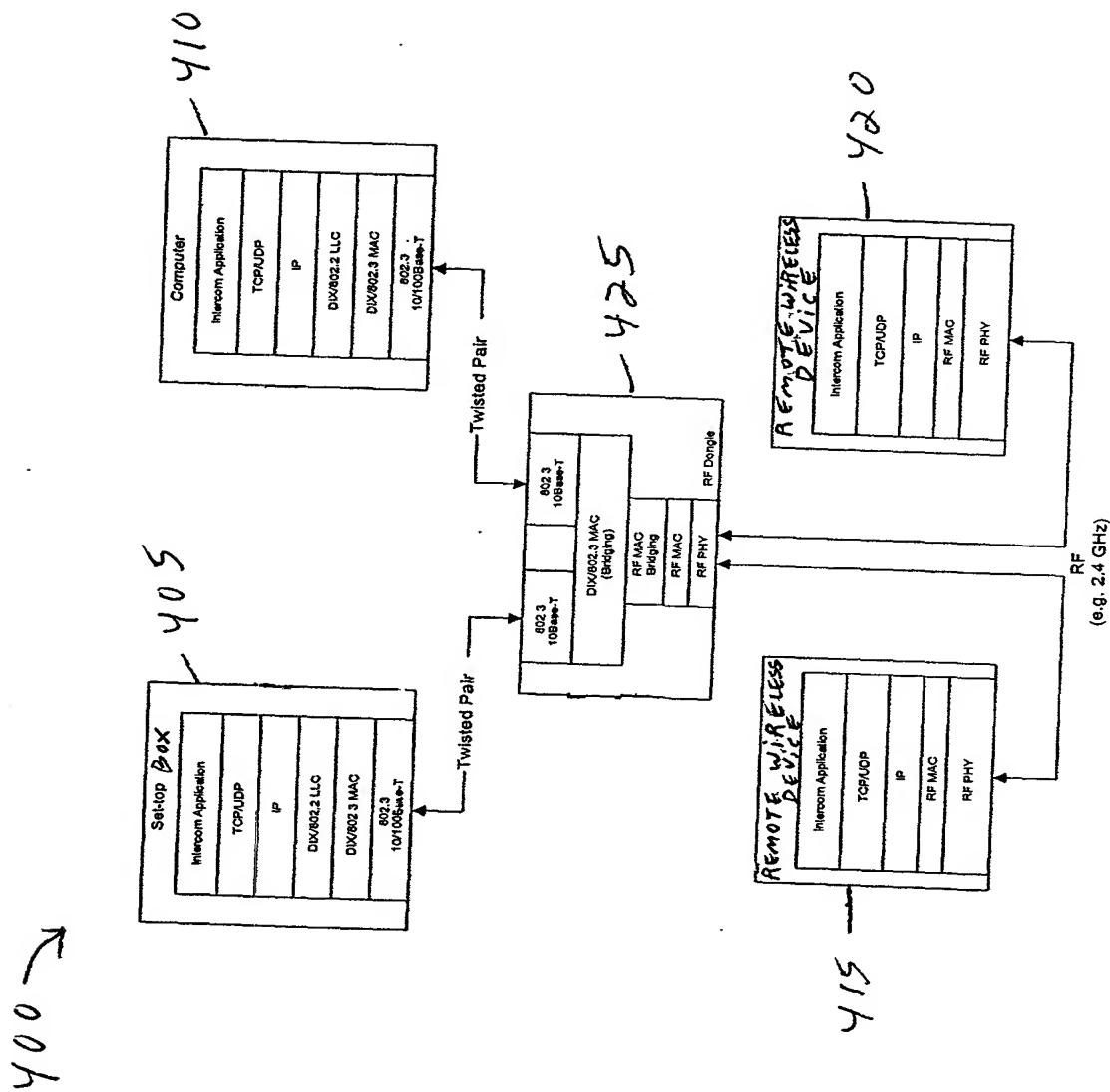


FIG. 4



F.I.G. 5

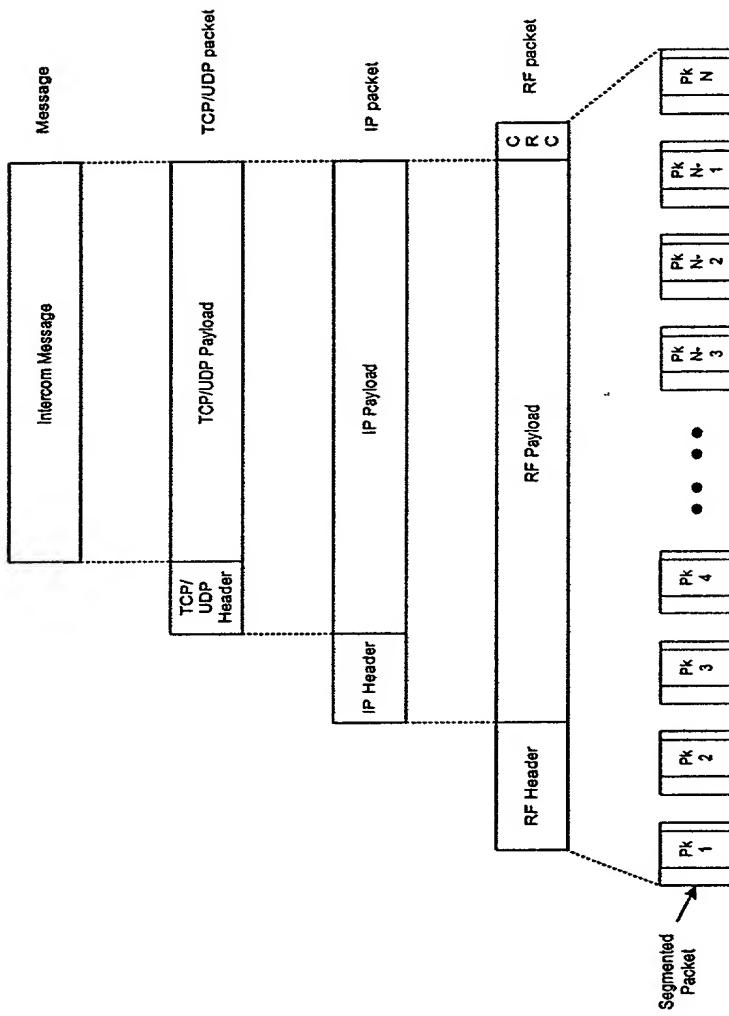


FIG. 6

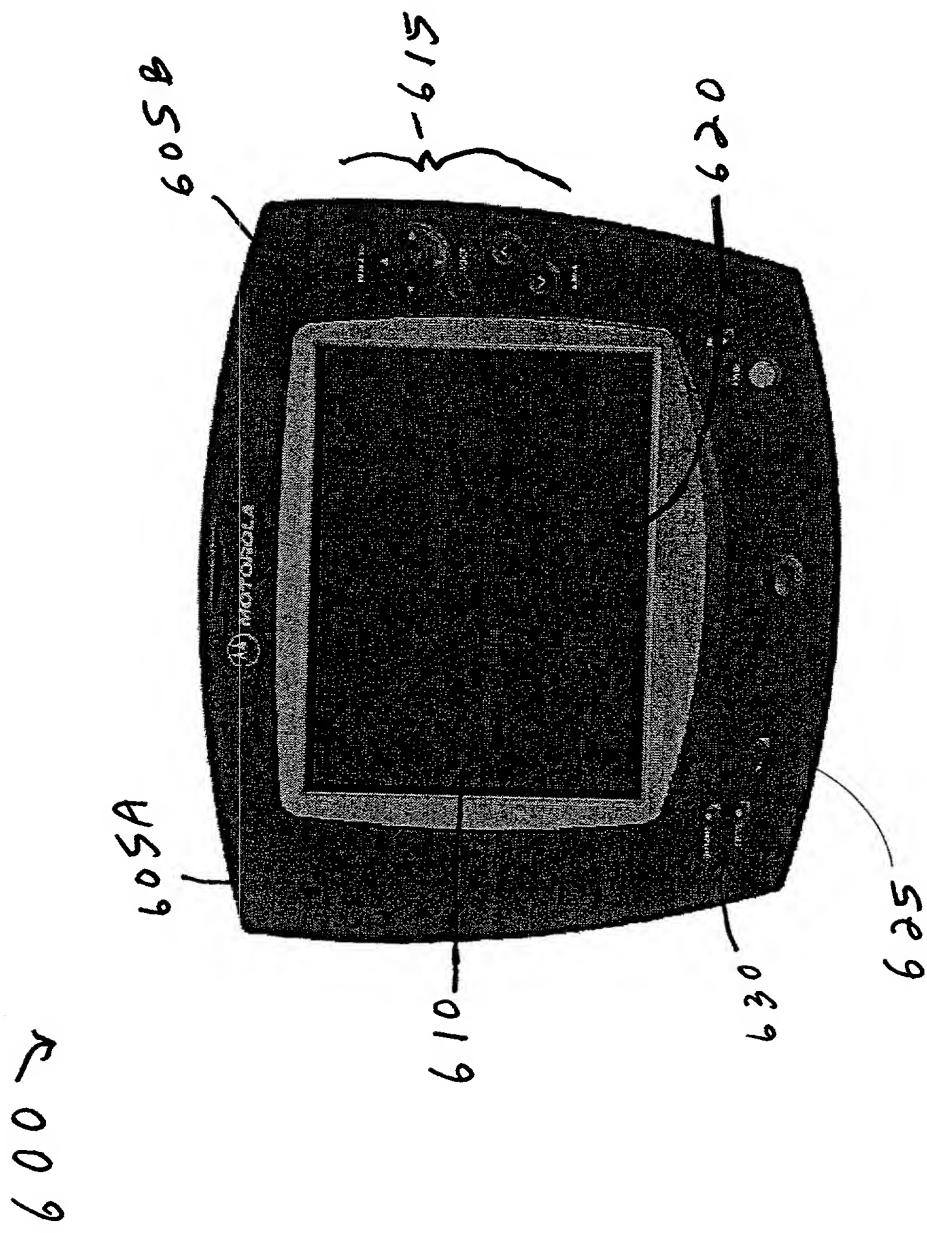


FIG. 7

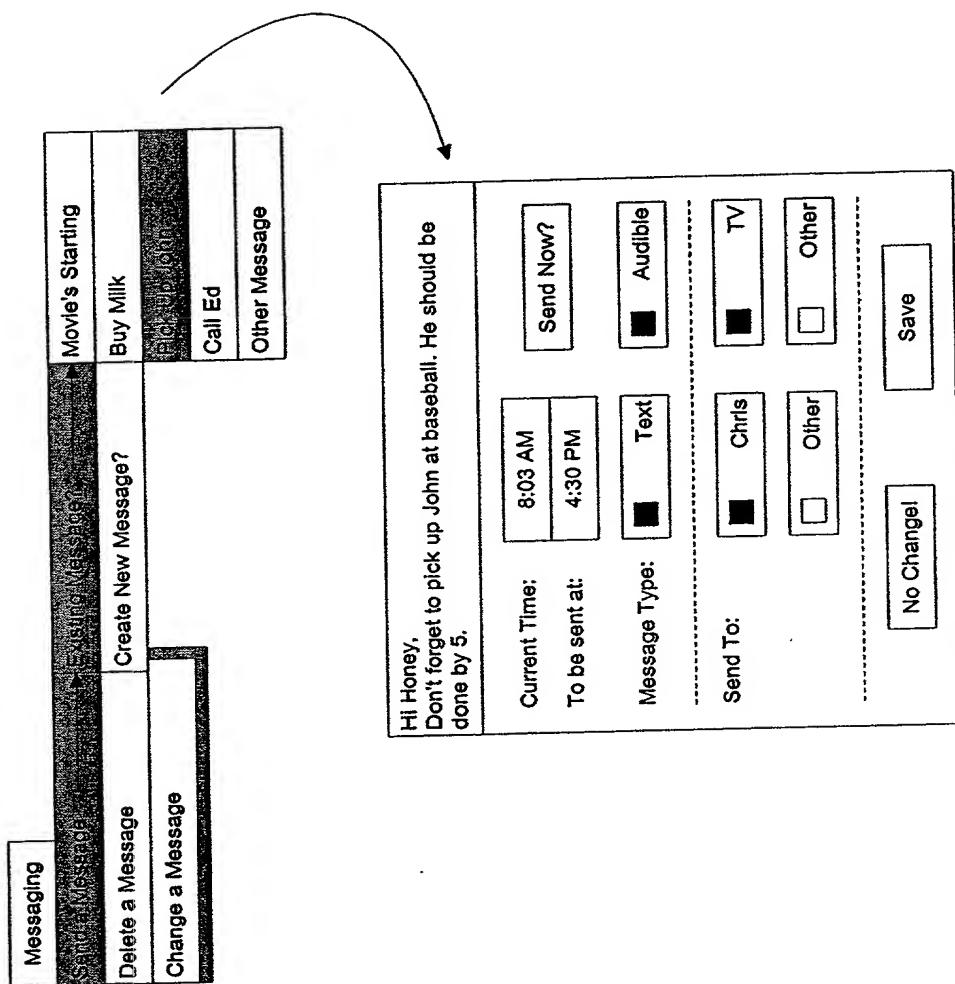


FIG. 8

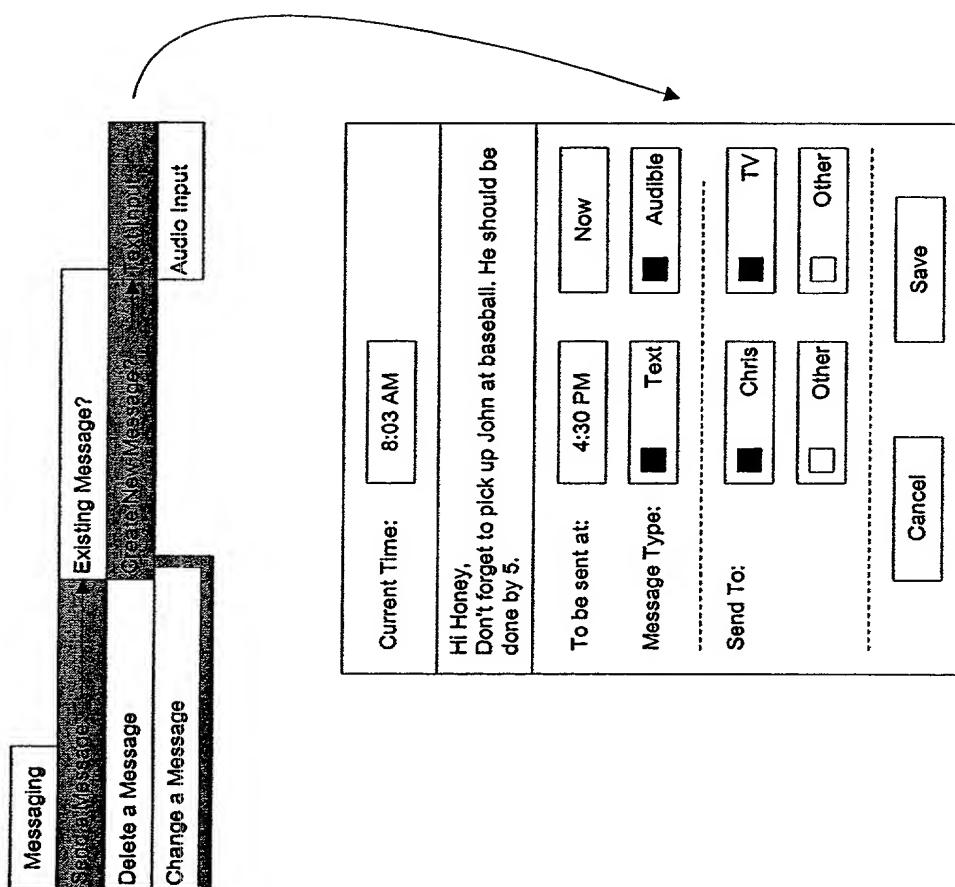


FIG. 9

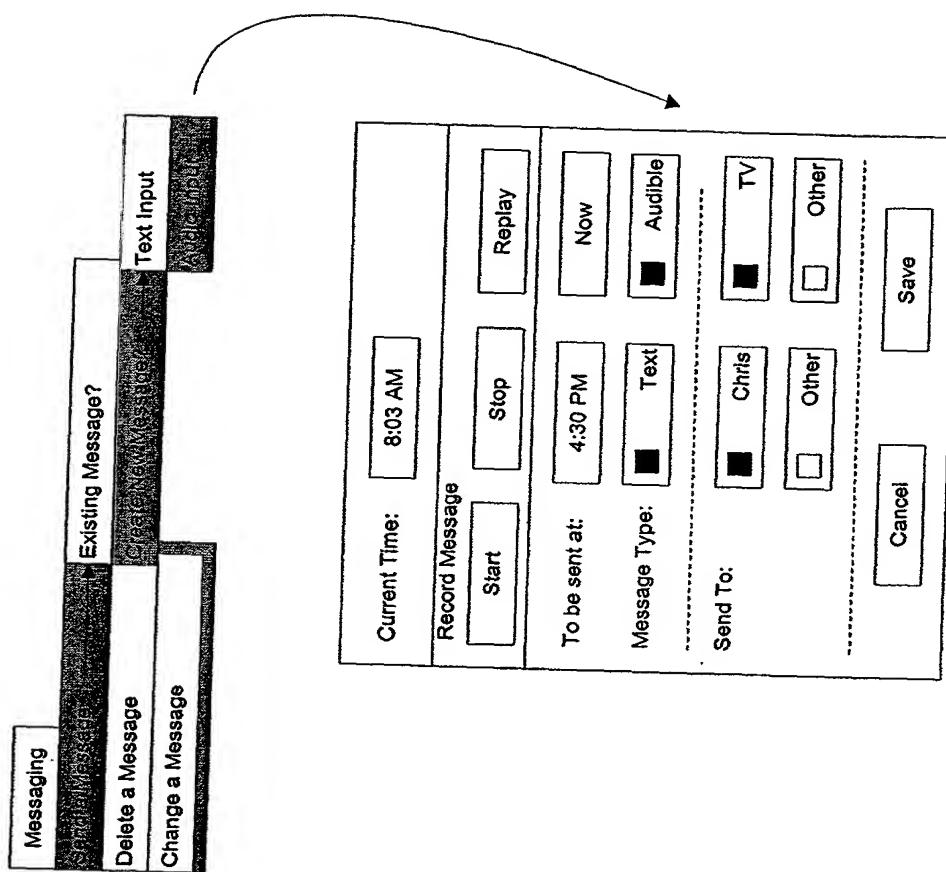


FIG. 10

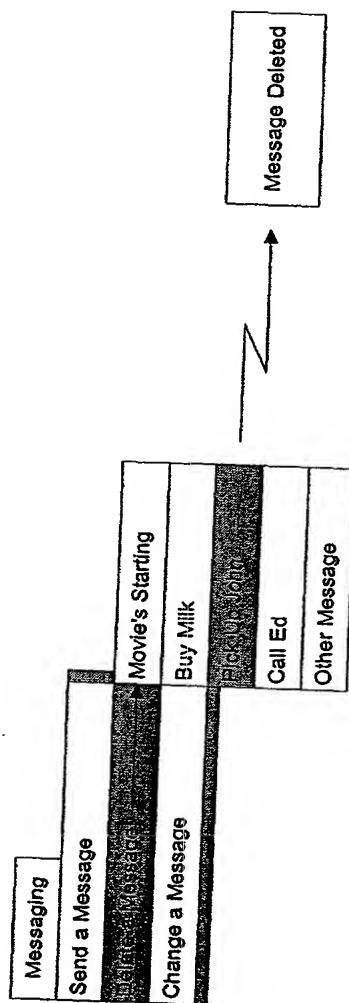


FIG. 11

Hi Honey,  
Don't forget to pick up John at baseball. He should be  
done by 5.

Current Time: 8:03 AM Send Now?  
To be sent at: 4:30 PM

Message Type:  Text  Audible

Send To:  Chris  TV  
 Other  Other

No Change! Save

Messaging

Send a Message

Delete a Message

Movie's Starting

Buy Milk

Call Ed

Other Message

The diagram illustrates a user interaction flow. At the bottom, there is a vertical list of messaging options: 'Messaging', 'Send a Message', 'Delete a Message', 'Movie's Starting', 'Buy Milk' (which is highlighted with a thick black border), 'Call Ed', and 'Other Message'. An arrow points upwards from this list towards a larger rectangular window above it. This window contains the message text 'Hi Honey, Don't forget to pick up John at baseball. He should be done by 5.', and various configuration fields for sending the message, such as time, message type, and recipient. A second arrow points from the top of this window back down towards the 'Buy Milk' option in the list below, indicating a return action.

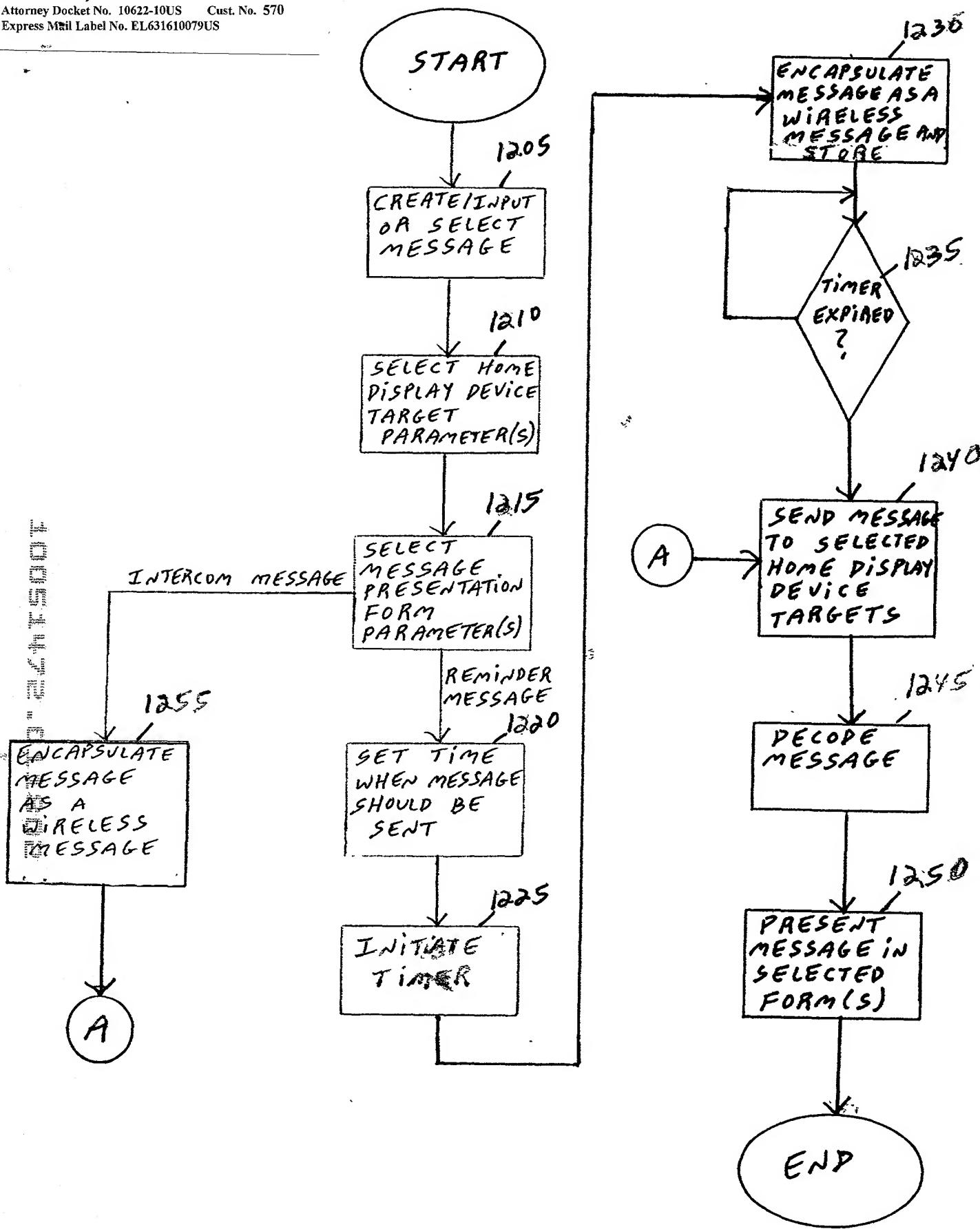


FIG. 12